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MAGIC®

THE GATHERING

URZA, CHIEF ARTIFICER

Urza's name is legend across Dominaria, cursed and uttered in reverence, divisive as it is powerful. But before he was Urza, Planeswalker, he was only a mortal man—brilliant, but human; it would be decades before his spark ignited, and millennia before his legend came to its end. Urza's legend began in the sands of the Great Desert, among the ruins of the Thran, with his brother Mishra and a tragedy that saw their friendship shattered—never to be repaired.

Returned to the eastern kingdoms of Terisiare after his youth in the Great Desert, Urza's journey took him to the commanding heights of the Combined Kingdoms. Now, at the height of the Brothers' War, Urza is a masterful artificer, an unparalleled and exacting genius of war, whose machines are each a work of mechanized brilliance—mirrors to Urza's own single-minded drive for perfection. Empowered by his liege and father-in-law, the Warlord of Kroog, to produce a dizzying array of war machines, Urza took to the task with the eager excitement of an enthusiast with essentially endless resources. After the fall of Kroog to the armies of his brother and his brother's liege, Urza relocated further east, where he was named Lord Protector of the Combined Kingdoms, his determination to defeat his brother reaffirmed. His machines, once merely marvels of engineering, now reflect his relentless desire to see this war won.

Bartlomiej Gawel

Lie Setiawan

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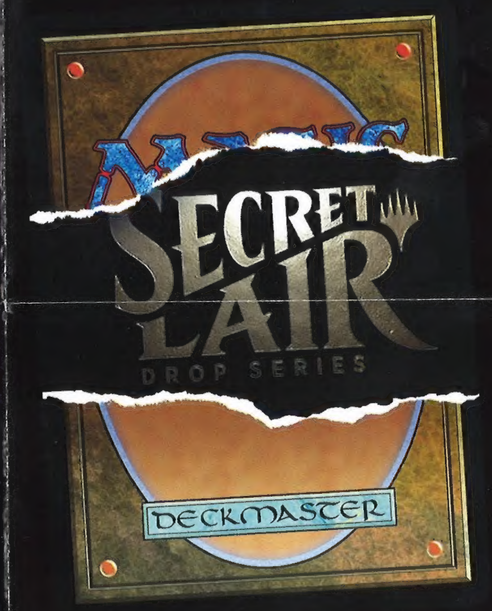

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URZA'S IRON ALLIANCE

PLAYING THE DECK

Urza's legion of artifacts is second to none, and this deck puts that claim to the test. Packed full of powerful artifact creatures, go wide with this deck and build a true artifact army. Start off by playing small artifact creatures, spells that give you bonuses for playing artifacts, and cards that generate artifact tokens. Don't overextend your creatures, though—keep one or two in your hand in case an opponent's effect sweeps them away. As your board grows, look to enhance your side of the field with cards like Tempered Steel, Master of Etherium, Chief of the Foundry, and even Urza himself! Once Urza is in play, his steady stream of constructs will slowly but surely take over the game.

COMMANDER RULES

Every Commander game is a freewheeling back-and-forth battle in which alliances are formed, friends are betrayed, and grudges are repaid with a vengeance. In the end, only one player will be left standing . . . until the next game begins, of course!

Commander is a free-for-all multiplayer game that uses these additional *Magic*™ rules:

- You start the game with 40 life.
- Your commander starts the game in the command zone.
- You can cast your commander from the command zone. The "commander tax" makes it cost ② more for each time you've previously cast it from the command zone.
- If your commander would be put into your hand or library from anywhere, you may choose to put it into the command zone instead.
- If your commander would be put into your graveyard or exile, it goes there as normal. The next time state-based actions are performed, if your commander is still in that zone, you may choose to put it into the command zone.
- If your commander deals 21 or more combat damage to any one player throughout the game, that player loses.

Find the full rules at **Magic.Wizards.com/Commander**.

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